

Conflicts & Complications

Lan is a clever thief who can't resist a gamble. He's not just a charming noble, and he'll prove it.

He was far enough now from the Duke's gala that no excuses would hold water.

Does he find the door? Oracle 4 (Yes), 5 (negative Material). But it's locked.

Don't pick the lock, pick the lock so you can get out of the hall before the guards return.

Conflict 6 (positive), Complication 3 (negative Insight). Success, with bad news.

The lock opened easily under his touch. Glyphs in the frame flared briefly as he passed through.

Timer 4. In four rolls the mage will show up.

What's on the other side? 21 (Snake), 25 (Whip).

Do I see the Eye? Oracle 2 (Yes), 6 (positive Material). And it's not secured. So I grab the Eye, and run out.

Conflict 3 (negative), Complication 1 (negative Well-being), Danger 6 (positive Conflict). An injury (major/disabling) and a mixed result. I choose success and a bad position.

A whiplike tail snapped out, slicing his shoulder to the elbow, as he tumbled back through the door, gem in hand.

The guard looked surprised as hell. Lan sighed. And things had been going so well...

Pick a name and three short **Facts**; *what the hero is, what he does well, and what he cares about.*

The Basic Roll

When there's a conflict, declare both the action you'll take and the desired outcome. Roll two different d6s (or just note which hits the table first).

A die's **Sentiment** is negative if it is odd and positive if it is even.

The **Conflict** die tells you if you succeed.

The **Complication** die gives you a complication; on a 1-2, it's your Well-being, on a 3-4, an Insight, and a 5-6, something Material.

Danger & Skill

If a Fact applies, swap the dice if you want to.

Roll one **Danger** die for each that is true: the conflict has high stakes, you are in a bad position.

On odd, count a Danger die as a Complication die, and on a 6, as a Conflict die. Otherwise ignore it.

Interpreting Results

For each positive Conflict die after the first, discard a negative Complication, erase an injury, or get out of a bad position.

If the Conflict dice are mixed, you fail unless you're put in a bad position. If you're already in one, the price is an injury.

A negative Well-being is an injury. Count the negative dice; one is minor, two is major or disabling, and three is life-threatening or incapacitating. When you take an injury, note it as a Fact.

If you have three injuries or are unconscious, end the scene. Ask the Oracle if you start the next scene in a bad position.

Complications can be anything consistent with the fiction. Use them to inform your Oracle questions and to set up natural consequences.

If a consequence isn't immediate, roll a die; this is the number of rolls before it happens.

If two dice match, introduce a new **Element** with that sentiment.

Elements (Literal or Figurative)

1	Rider	2	Clover	3	Ship	4	House	5	Tree	6	Clouds
2	Snake		Coffin		Bouquet		Scythe		Whip		Birds
3	Child		Fox		Bear		Stars		Storks		Dog
4	Tower		Garden		Mountain		Crossroad		Mice		Heart
5	Ring		Book		Letter		Man		Woman		Lily
6	Sun		Moon		Key		Fish		Anchor		Cross

Oracle

When you need a detail about the world or an NPC, ask the Oracle a "yes" or "no" question with a Basic roll.

The Conflict die tells you the answer. The Complication die is a twist to the answer.

If you have a more complex question, roll one or two Elements and interpret as the answer.

If you want to set the scene, combine a complex question with a "yes" or "no" question.

Advancement

When you roll a Danger die, mark 1 xp. When you mark 10 xp, advance by adding a new Fact. When a Fact no longer applies, discard it.